

BLUE DIE PACK

This optional Kickstarter blue die is the fifth Movement Die and is used in the same way as the regular dice. However, it is also the “safest” of all the dice and is only available essentially as a reward for a unit being successful in navigating through the other four dice safely.

The following rules apply to the Blue Die:

1) You must achieve an **Exhausted Activation** (four die rolls without a “Stop Activation” result) in order to use the die;

2) Upon the unit getting the Exhausted Activation, you can then either use the current bonus for the achievement (i.e., remove a "Shaken" marker) or you can instead opt to roll the Blue Die;

3) If you roll the Blue Die then you may not remove the "Shaken" marker (if any);

4) The possible results of the Blue Die are read basically the same way as the normal Movement Dice, but there are a couple of new results introduced. In summary, the six sides are read as follows:

- 1 - 1 Hit
- 2 – Blank side (nothing happens)
- 3 - Draw Event Card
- 4 - Advance 1
- 5 - Advance 2
- 6 - Advance 2 & Open Fire

The “blank” side simply means that no further action can be conducted and the unit’s activation is ended. The “Open Fire” option is represented by a new icon (the “ammo clip” graphic). This result means that the unit may Advance up to two spaces (as normal) and it may then conduct an “Open Fire” action per the normal rules.

5) In all cases, the unit’s activation ends immediately after the Blue Die result is resolved.

6) The Blue Die can only be used if the unit qualifies for an Exhausted Activation or as a result of using the additional nine new Event Cards and that option is offered by a card.